

THE GREY HAVENS

A dramatic painting of a ship, likely a galleon, sailing on a turbulent sea. The ship has a large, dark sail with some markings on it. The sky is filled with heavy, pinkish-orange clouds, suggesting a sunset or sunrise. In the foreground, there are dark, jagged rocks or a shipwreck. The overall mood is epic and adventurous.

ISSUE NO. 2

A NEW POWER IS RISING!

PRODUCED BY: STEPHEN MACLEAN

FOR GAMES WORKSHOP'S

THE LORD OF THE RINGS STRATEGY BATTLE GAME

IN THIS ISSUE

News From The team

By The Editorial Staff

So what's going on in the lives of the Editors? Take a gander at our editorial section to find out.

News from the Valar

By Stephen (Isildurian)

The low-down on new sneak peeks, release dates, other LotR news such as tournaments and events as well as important GW information

New Releases

By Stephen (Isildurian)

Information on what new models have been released in recent times. From issue 2 onwards it will feature all new releases that have come out since the last issue was released.

Fall of the Necromancer Review

By James (Jayzer777)

Jayzer777 gives us a review of The Fall of the Necromancer Supplement. Take a gander at this quality supplement, and at this quality review.

Guts and Gore

By James (LotRChampion)

This issue, we focus on the blue wizards, Alatar and Pollando. In this article there are rules and a conversion guide for making your own incarnations of these Istari. We even give you pictures!

Isenguard Unleashed

By CJ (CJ_Zaptor)

A detailed guide to painting the brutal Uruk-Hai warriors and Scouts that are indispensable to an Uruk-Hai general.

Member Interview

By Valtteri (Tar-Minature)

Although Tar-Miniature appears to have left us this issue, we have still managed to get our hands on Kain's answers to his questions. Read on, lest Evil Mode get you...

Painting Erester

By Mikael (Raul)

A small guide to painting up Elrond's chief advisor and mighty warrior, Erester of Rivendell.

Easterling Elites

By Michael (Prince Imrahil of Dol Amroth)

Ever wondered about the elites of the Easterling force? Prince Imrahil brings us a small article on the Easterling Princes and their Black Guard.

Thanks To...

A page mentioning all the people who made this magazine happened as well as the sources of any images I have used from the internet

The Next Issue

A brief list of articles for the next issue, as well as contact details for myself

NEWS FROM THE TEAM

Hey guys! Good to see you back!

After the trauma of the last issue, I was worried you'd all stay away =P

Hey! Its good to see you back for the second instalment of The Grey Havens! Due to many complications, including disappearing proof-readers and a personal case of bone-idleitus, I was really worried that I wouldn't make it to the end of issue 2 in one piece. However, after breaking away from a highly addictive online game, I managed to find time to finish off the magazine for you. I will apologise now for the amount of time spent making this, especially since White Dwarf still isn't providing much on the quality front. Hopefully this will remedy that *crosses fingers*

Joining on from that, I would like to point out that this month's title does not refer to the increasing strength of Saruman's hordes (especially with the new TTT models). Instead, it is referring to the first issue's apparent success, after the feedback from the first issue! It all makes it worth while, with so many people willing to help out with it!

Anyway, as well as being slow with the magazine, I've also been slightly slow on the hobby-front since the last issue. My new Gondorian army is coming along brilliantly, if slowly. They don't look as good as the original ones by Spod before his... unfortunate... departure from The Last Alliance, but when you see them on the battlefield... I've also been working on the final few members of The White Council, at long last, and I've got some pictures of them for you in here too. I hoped to have some Defenders of Rohan stuff for you, but GW had sold out when I went to buy the set. You just can't find good help these days...



To round this off quickly, I hope you enjoy the magazine, and continue to show it the support you have up until now! Now, all you have to do is trudge through Rob's editorial and then you'll get onto the good stuff!

Your humble editor
Stephen Maclean
Isildurian

Rodan-Re says;

Hello all again. So far in LOTR Warhammer my latest projects are a diorama including an Orc fighting Minas Tirith warrior, with people running away and people dead etc. I have also bought some new elves



for my elven army and panted the captain which I'm quite proud of. Also I have played a few games on my new fold out board I made and used my elves, who did extremely well (being outnumbered 12-1). That's about all I have done this month LOTR wise however I have just made up a new website at <http://www.freewebs.com/rodan-re/index.htm> which is my source/base on the internet were I can save files etc. There are also previous editions on there and a link to Isildurian's site. Enjoy and happy gaming!

Due to a hectic life, Faramir's Mamma will not be appearing this issue. I really hope he comes back very soon though!

NEWS FROM THE VALAR

THE TWO TOWERS AND LEGIONS OF MIDDLE-EARTH OUT NOW!

The new Journey supplement for The Lord of the Rings is out now, focussing on the events from the Two Towers books and films. Containing a whole heap of rules and scenarios, it carries on the tale started with The Fellowship of the Ring journey supplement.

The second new book is the Legions of Middle Earth book. It is a detailed guide to theming your forces for war. On top of that, it contains many basic scenarios, suitably vague to allow you to use any forces or points values you fancy.



GAMES DAY AND GOLDEN DEMON ARE ALMOST UPON US! ARE YOU READY?

The largest event in the Games Workshop calendar is now upon us. Taking place this Sunday, 24th September, gather your armies and your best painted models and get ready for war!

THE TLA PAINTING COMPETITION IS NO MORE!

Due to a group of whiney folk bitching about the next competition or prizes, an apparent vendetta against the rules and a general lack of appreciation, Kain has decided to end the TLA Painting Competition. Please stop posting threads about it, it'll only annoy him further.

This was not to offend the aforementioned whiney folk who were bitching about the competition, merely an attempt to save Kain from any further hassle (and save others from his wrath).

IMPENDING PRICE INCREASE

As of the 2nd October Games Workshop UK will be changing the prices on a selection of our products. To give you as much notice as possible, so you can get your products at the current price, we've listed the major changes below:

*All listers priced £3 to £7 will increase by £1
Paint Brushes will increase by 50p*

You still have several weeks to get these products at the old prices, so why not take full advantage of this notification!

NEW GREY HAVENS FORUMS!

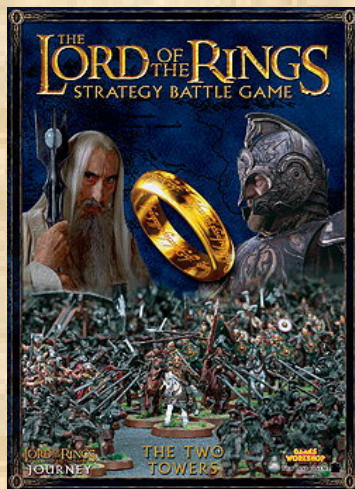
*I have just created a set of forums for The Grey Havens at;
http://z10.invisionfree.com/Grey_Havens_Magazine/index.php?act=idx*

Please come along, as I'm hoping to set it up as the official forums for The Grey Havens, to save making so many posts on The Last Alliance. I will also be running competitions (although they don't come with prizes, save for maybe a post-count bonus.)

I hope to see you there!

NEW RELEASES

THIS MONTH: THE TWO TOWERS



THE NEW URUK-HAI



THE VALIANT DEFENDERS OF ROHAN

A ROHAN OUTRIDER



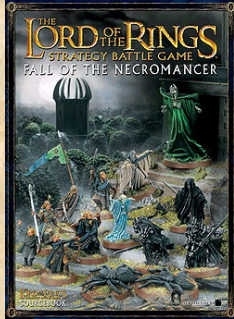
SPECTRES OF THE DEAD MARSHES



ELVEN CAPTAINS OF LÓRIEN

Item	Price
The Two Towers Sourcebook	£12.00
Legions of Middle-Earth	£12.00
Good	£25.00
Defenders of Rohan	£12.00
Theodred (foot & mounted)	£12.00
Erkenbrand (foot & mounted)	£6.00
Haldir's Elves Command	£10.00
Rohan Captain (foot & mounted)	£10.00
Rohan Outriders	£20.00
Ent	£6.00
Osgiliath Veterans	£9.00
Rohan Banner Bearer (foot & mounted)	£10.00
Evil	£10.00
Ugluk & Vrasku	£6.00
Dunlanding Command	£15.00
Uruk-Hai Scouts	£20.00
Dunlanding Warriors	£6.00
Dunlanding Warriors	£6.00
Feral Uruk-Hai	£15.00
Isenguard Troll	£6.00
Morgul Stalkers	£6.00
Dead Marsh Spectres	£6.00

THE FALL OF THE NECROMANCER REVIEW



Introduction

The Fall of the Necromancer is the seventh supplement to be produced by Games Workshop and is nothing short of excellent. Not only does it contain some great rules and scenarios but this latest 'sourcebook' - as they are now referred to - has seen a big change in the layout of the supplement itself.

New Layout

The one thing that really makes this supplement stand out is the new layout that has been used. Now all of the scenarios, rules, painting and scenery guides are grouped together in different sections of the book. This is a change to the somewhat chronological order of previous supplements, which introduced the rules and painting guides before the scenarios in which they would be needed for. I believe this to be a good change as it means that everything in the supplement is easier to find and it makes the book much more organised and tidy than ever before.

New Ordering

The Fall of the Necromancer is in five parts which are (in the correct order):-

1. Background information and maps
2. Scenarios
3. Painting Guides
4. Scenery Guides
5. Rules including a summary

Background Information

This part contains two pages of background information that describe the coming of the Necromancer to Mirkwood, and how he was eventually discovered as Sauron himself. This gives a nice, simple overview of the story with a few minor details added whilst still keeping (in my opinion) true to Tolkien.

Also in this part are two maps; one a general map of West Middle-earth and the other a detailed map of Mirkwood, that includes new locations and also shows where each scenario in the book takes place. Again very nice and interesting to look at.



Scenarios

The Fall of the Necromancer contains seven scenarios that introduce all of the White Council members, as they face off against the Necromancer's minions, then for the final battle with the Necromancer himself. Below is a list of the scenarios, with a description about each one.

Scenario 1- Dol Guldur Awakens

A nice starting scenario that plots Thranduil, a handful of Wood Elves and Sentries, against some Bats and Spiders that have wandered into his realm. At first this seems unfair to the Evil side, but with the addition of a Special Rule that states that the Good models must take a Courage test, each turn, it starts to sound a bit more challenging for the Good side!



Scenario 2- In the Nick of Time

This time Thranduil and his Elves have been attacked by an army of Orcs, Wargs, Spiders and Bats - but this time, they are lead by the dreaded Khamul. Fortunately, Elrond is on his way with a relatively large army of High Elves and the Evil army has the risk of being trapped between the two Elven forces.

Scenario 3- A Walk Through Dark Places

An interesting scenario where Arwen, a wounded Cirdan, along with a handful of High Elves are being attacked by an Evil army. This Evil force is comprised of; four Castellans, Spiders, Wargs and Bats. However the Good side is in luck, as Glorfindel and Erestor are on their way, and will hopefully reach the heroes before the deadly blades of the Castellans find their mark.

Scenario 4- Meddle Not in the Affairs of Wizards

The three wizards are assailed on the border of Mirkwood by Wargs, Warg riders and four Castellans attack them from behind. The wizards really have to prove their worth in this scenario, by the use of their vast array of magical abilities – so they can enter into Mirkwood.



Scenario 5- The Lair of the Spider Queen

Galadriel and Celeborn take on the Spider Queen in this scenario; to try and free the way to Dol Guldur for the rest of the good army. Although outnumbered, the Spider Queen and her spider protectors are vicious opponents and won't be silenced easily.

Scenario 6- In the Shadow of Dol Guldur

Part of the elven army lead by Elrond has come closer to Dol Guldur. Yet as they ready themselves to attack the Necromancer - his minions pour forth from caves in the ground and have the good army surrounded. This Scenario sees the addition of a Ringwraith and a Mordor troll to the armies of Evil and also allows the good player to substitute Elrond for any other member of the White Council if he/she so wishes.



Scenario 7- The Fall of the Necromancer

The final climax to the story has all twelve Good heroes facing Ringwraiths, Castellans, a Mordor Troll, a Troll Chieftain, Spiders and the Necromancer himself! Both players need to have mastered all their characters abilities in order to come out of this battle victorious, thus bringing forth the end of the campaign.

The listed scenarios are great, because they introduce the characters one by one, and by using them, you can get the feel of them (their strengths, weaknesses, Special Abilities, etc.)before you have to use them against the Necromancer.

Painting Guides

The section contains four pages of relatively detailed guides to painting every new miniature for the Fall of the Necromancer. Included are some ideas for different Wood Elf cloth colours, and also a few ideas for detailing spiders by giving them markings and patterns. The painting guides are quite easy to follow, but include a lot of mixing colours (Editor's Note: There was a WD article, or an article on GW's website, which had the 'Eavy Metal team pictured with Vallejo Game Colour paints on their desks. This could possibly be an answer to why most painting guides require GW paints being mixed) and do not cover every detail of the model - just the main parts like the face, armour, cloaks etc.



Scenery Guides

This section contains four scenery guides to making the features of Mirkwood. This is a pretty simple guide to making Games Workshop trees look like trees of Mirkwood. This process involves smacking the tree with a hammer, drybrushing it and then covering the base in stretched out hamster bedding to create the effects of cobwebs. The cobwebs look good but overall the rest of the guide seems pretty pointless and strange.

The next guide shows you how to make the Tower of Dol Guldur and the Spider Queen's Lair. These are both simple, yet effective, but if you like realistic looking buildings then the tower is not for you. The tower is quite small and Games Workshop's excuse for this is that most of Dol Guldur is underground and is just a load of prisons and caves. However don't let this put you off as the model when made looks great and can really make your battles in Mirkwood look much better.

The last guide is how to make a barricade by sticking some rocks onto a base and painting them. This seems an overly pointless guide and looks to be an easy way to fill up half a page and I am sure I have seen it somewhere before...

Overall the scenery is very simple. It would be aimed towards 'first timers', but for more experienced scenery makers it is not as pleasing and slightly disappointing - compared to some previous scenery projects.

The Rules

The section contains all the new rules for the members of the White Council, the Wood Elves and the evil creatures of Mirkwood.



The White Council

Some excellent rules have been created for the new members and a new profile has been made for a 'combat' Galadriel. Erebor receives throwing daggers and Glorfindel wears armour of Gondolin that makes him resistant to magic. Cirdan has been given a range of magical abilities that can become useful in various battles, and Saruman has been given a new rule so that he cannot use Gandalf's heroic moves and will not let Gandalf use Strengthen Will on him. Thranduil is given an extremely good

shoot value that is (arguably) better than Legolas' but can only shoot once in the shoot phase.

Wood Elves

The Wood Elves, despite having armour, are extremely good and can now have Throwing Daggers. They also can use their spears to shield themselves which can be a great advantage in combat. Also included is a profile for a Wood Elf Captain which contains all the same advantages as the Wood Elf Warriors that were mentioned.



The Army of Dol Guldur

A new profile is given for Sauron the Necromancer, whom now has an extremely large pot of Will points and the King of the Dead rule; being able to kill with one wound. The Spider Queen is like Shelob, yet has the ability to spawn Spiderlings from her back. These Spiderlings are not very effective in combat, but, the Spider Queen can summon up to three a turn if she has will points left. The Castellans are basically like Ringwraiths except they have Morgul blades which allow them to kill with one wound. Bat Swarms are not terribly good in combat, yet they can halve the enemies fight value in a fight so are good models to join with in a multiple combat. Giant spiders have venom and a high strength like Shelob and the Spider Queen, and have multiple wounds and at-

tacks so are very hard to kill. Also included are the Wild Warg rules which can be found on the Games Workshop website.

Conclusion

The Fall of the Necromancer supplement is a great book for expanding your armies and the scenarios and guides contained inside will bring you lots of enjoyment. I suggest that, if you are interested in the supplement or even not sure if you do, that you buy the book and then you can make you mind up yourself - and most likely decide to buy the models that come with it shortly afterwards. It is a good supplement and I hope this review has helped you to realise whether you want to buy it or not.

Jayzer777

GUTS AND GORE

Introduction

Hello and welcome once again to Guts and Gore, the part of the ezine where we look at the works of amateur rules writers who create new profiles and rules for the Lord of the Rings Strategy Battle Game. Sometimes we will show new rule written by myself, and other times we will be featuring rules that the public have sent in, which we think are of a high enough standard to hold their own against my 'harsh criticisms', and make it in the ezine.

This month, I have written a set of rules detailing the mysterious Blue Wizards. The lost members of the order of the Istari, the Ithryn Luin wandered far into the East of Middle-earth, accompanied by Saruman, who returned westwards alone, leaving his brethren to pursue their task of mustering the peoples of the east against the might of Sauron. However, their origins are far older than this. The Istari were Maiar from Valinor, the thoughts of Eru incarnate. When it was clear that Sauron had fallen at the nightfall of the Second Age, it seemed inevitable that due to the weakness of Isildur, Sauron would rise again. The Valar decided to send opposers of their own high order to raise the peoples of Middle-earth, and to cast him down. The Maiar chosen for the task were Curumo, Olorin and Alatar. However, Yavanna, mistress of nature in Arda, declared her wish for one to be sent with a mind for the creatures and trees of Endor. She requested that Curumo take with him Aiwendil to take up this task. Manwe at this point also gave Alatar permission to take with him a companion, as they would need each other in the far reaches in the east of Endor, whence they were destined to travel. Alatar chose Pallando, like him, a Maiar of Orome, to go with him, as each had knowledge of the reaches to the East, where Orome traveled to meet the wakening children of Eru. So the Istari set out to Middle-earth, to take up their appointed tasks.



The Blue Wizards stand amongst the sands of the Far East.

The Blue Wizards

The Blue Wizards' fate is unknown; whether they had any effect on the men of Rhun and Khand, or whether they were enslaved by the will of Sauron, as Saruman was, is a mystery. However, in this rules set, I have portrayed them as was their purpose, as a pair of good, noble Istari, prepared to turn the minds of the men of the East back from the evil of Melkor and Sauron.

Alatar the Blue

Points Value: 140

	F	S	D	A	W	C	M/W/F
Alatar	5/-	4	5	1	3	7	3/6*/3



Alatar the Blue was one of the 3 Istari that Manwe originally wished to send to Middle-earth, however, when Radagast was also sent, he chose Pallando to come with them as a friend and companion. He is one of the Maiar of Orome, as is Pallando, and hence they carry the message of the Valar to the far and distant reaches of the world, where the Light of the Lanterns has long since been extinguished and forgotten.

Wargear

Alatar carries his staff *(two-handed weapon) and a sword (hand weapon). At an additional cost Alatar may be given the following:

Horse.....10pts

Special Rules

***Staff of Power.** Alatar's staff is not only a symbol of his authority but a potent talisman. To represent his staff's power, he can expend 1 point of Will each turn without reducing his own Will store.

Master of Steeds. Alatar and Pallando were of the Maiar of Orome when they dwelt in Valinor, and they share his mastery of steeds. Alatar counts as having the Expert Rider rule.

Emissary to the East-Alatar has spent the majority of his time in Middle-earth in the east, beyond the Black Lands of Mordor, and has managed to sway my hearts of those who dwell there to rebel against Sauron's rule and fight for the Valar. However, nothing he can say will stop their hatred for Gondor. If Alatar is in your army, you may include choices from the 'A Shadow in the East' supplement. You may only choose those of the race of Men, and you may not include Khamul. However, for each of these warriors in your army, you must roll a D6 before the battle. On a roll of a 1, the model becomes an Evil model, and falls under the control of the other player. The model I deployed in your deployment zone by the player with control over him.

Magical Powers

Terrifying Aura. Dice score to use: 2+.

Immobilise. Range 12"/28cm. Dice score to use: 3+.

Blessing of Orome. Range 6"/14cm. Dice score to use: 4+.

The caster may use this spell to restore either 1 wound, or one point of Will, to a friendly model within casting range.

Steeds of the Valar. Range 12"/28cm. Dice score to use: 5+.

Using this power, the caster can summon the image of the mighty Steeds of the Valar bearing down upon their enemies, yet it is not as a ghostly image, but a fiery, truthfully-shown aura. If cast, the player chooses a target model within range of the caster. All Evil models within 3" of this model are affected by the spell. Each model affected must take a Courage test. If they fail, they retreat D6" (2D6 for Monstrous and normal Mounts) away from the caster. If they pass, they suffer 1 S4 hit each. Note that this spell is not effective against Siege Targets.

Pallando the Blue

Points Value: 140

	F	S	D	A	W	C	M/W/F
Pallando	5/-	4	5	1	3	7	3/6*/3



Pallando, while being one of the 5 Istari, is regarded in many ways as the least of them, as he was not chosen by the Valar, but was permitted to go with Alatar as a friend and companion. However, his powers are no less potent than those of his peers, and oft has it been in his travels in the East that he has used his powers to defend both himself and Alatar, whom he regards as a brother and a great friend.

Wargear

Pallando carries his staff (two-handed weapon) and a sword (hand weapon). At an additional cost Pallando may be given the following:

Horse.....10pts

Special Rules

***Staff of Power.** Pallando's staff is not only a symbol of his authority but a potent talisman. To represent his staff's power, he can expend 1 point of Will each turn without reducing his own Will store.

Master of Steeds. Alatar and Pallando were of the Maiar of Orome when they dwelt in Valinor, and hence they share his mastery of steeds. Pallando counts as having the Expert Rider rule.

Emissary to the East. Pallando has spent the majority of his time in Middle-earth in the east, beyond the Black Lands of Mordor, and has managed to sway my hearts of those who dwell there to rebel against Sauron's rule and fight for the Valar. However, nothing he can say will stop their hatred for Gondor. If Pallando is in your army, you may include choices from the 'A Shadow in the East' supplement. You may only choose those of the race of Men, and you may not include Khamul. However, for each of these warriors in your army, you must roll a D6 before the battle. On a roll of a 1, the model becomes an Evil model, and falls under the control of the other player. The model I deployed in your deployment zone by the player with control over him.

Endless Friendship. While Alatar does not hold Pallando in such high regard, Pallando trusts and loves Alatar as a brother. If Alatar is killed, Pallando counts as being affected by the Fury magical spell for the remainder of the battle.

Magical Powers

Terrifying Aura. Dice score to use: 2+.

Immobilise. Range 12"/28cm. Dice score to use: 3+.

Blessing of Orome. Range 6"/14cm. Dice score to use: 4+.

The caster may use this spell to restore either 1 wound, or one point of Will, to a friendly model within casting range.

Horn of Orome. Range 12"/28cm. Dice score to use: 5+.

If this is successfully cast, all Evil models within a range of 12" must immediately take a Courage test. If they fail, roll a D6. On a 4-6, they may not move, shoot, or charge that turn, and count as having 1 attack in combat. On a 1-3, the model is removed as a casualty.

Conversions

Since these two Wizards are detailed little in Tolkien's works, I had little to work with as far as a description. Therefore, I referred to what I knew and believed. Alatar, I perceive as a strong, thoughtful figure, yet quick to wrath, while Pallando is a brave, occasionally foolish person (for a Maiar) in regards the defence of his friends.

For Alatar, I chose the TTT Gandalf the White model, where he is stood in Fangorn. I filed down the hood hanging at the back of his head, and re-sculpted one so he wore it properly. The only other change I made was to replace the head of the staff. I used a part from my bits box; I believe it was originally from a Warhammer 40k Eldar sprue.

For Pallando, I wanted something more adventurous and dynamic. In addition, I wanted a fighting wizard, because there isn't a fighting wizard model bar the Orthanc ones, and also to represent Pallando's 'Endless Friendship' rule. Therefore, I decided to pretty much scratch-build one. I based it upon a Haradrim wielding a spear downwards. Firstly, I filed down and sculpted over the chest armour, forming it into the robes. Second, I sculpted a cloak, billowing down his back. By this time, I had a nice, arcane looking figure, but without the staff and beard typical of the Istari. I quickly removed the spearhead, and at the top end, extended the haft a little upwards. Finally, another addition from the Eldar sprue to make the staff head meant that it was nearly complete. My last touch was to add a small beard, not as wide as the ones of Gandalf and Saruman, more a pointed, wispy little thing, just to show how his travels in the east had influenced his beard style...

For painting, I decided on various hues of blue for the cloaks, with lighter colours on the inner, and darker, more subtle colours on the outer. The skin was painted in a similar way to Gandalf's, and the beards were given light drybrushes of codex grey, to make them different from the lighter coloured beards of their peers.

Below you can see my final models, painted and converted. Alatar is on the right, and Pallando is on the left.



An Easterling surveys the Ithryn Luin.

I did not create models for them mounted, but I am sure that with this inspiration, it won't take much to alter a model of Gandalf on horseback into one of the Ithryn Luin.

Until next time, and may all your dice rolls be 6s!

James Braund (lotrchampion)

If you wish to submit your own house rules to The Grey Havens magazine, please send them to Isildurian@f2s.com and they shall be taken into consideration.

ISENGUARD UNLEASHED

Painting the Uruk-Hai

By CJ (CJ_Zaptor)

Introduction

"A new power is rising! Its victory is at hand!"
Saruman, TTT

With the new release of the Two Towers journey book, Lord of the Rings gamers around the globe have seen many new additions to the armies of the White Hand. With some of these new additions to the Isengard armies, I decided to take another look at some of the older models in the Isengard range, in order to compliment these new releases.

This paint guide focuses on the main foot troops of Isengard: the Uruk-hai scouts and warriors, and painting them up to a good tabletop standard. In addition, suggestions are given for painting the White Hand of Saruman on Uruk-hai miniatures and painting the armour and cloth on the miniatures quickly, yet with a fair bit of detail.

The Uruk-hai Warriors



The backbone of Saruman's immense army, the heavily-armoured Uruk-hai warriors can stand up to even the mightiest of Good creatures. With the heavy equipment that they wield, these fearsome Uruks are one of the Good player's worst fears. However, with their dark armour and weapons, these Uruk-hai can be easily made to look drab, so extra detail should be given to make these models stand out on the tabletop.

An equal mixture of Regal Blue and Red Gore is applied to the skin of the model. A small amount of Skull White is added to the mixture and is used to highlight the skin. The hair is simply painted with Scorched Brown. Similarly, the cloth is basecoated with Scorched Brown. After a highlight of Bestial Brown, an equal mixture of Bestial Brown and Bleached Bone is added as a highlight onto the cloth.

Basecoat all of the metallic areas of the Uruk with Brazen Brass. Watered-down Boltgun Metal is painted onto these areas, while Brazen Brass is still visible in some areas. For a final highlight, add Chainmail with a slight bit of Mithril Silver onto the raised areas of the armour and weapons.

The straps and belts of the model are simply painted with Scorched Brown. This is highlighted with Bestial Brown.

For the White Hand of Saruman, a slight bit of Bleached Bone is added to Skull White, and each of the five fingers are painted first. They are all then connected with the palm of the hand. To represent the dripping paint, add very thin streaks of Skull White underneath the hand, perpendicular to the ground. A small bit of Chainmail should be added around the streaks to thin them even more, until the effect of dripping paint is achieved.



The Uruk-hai Scouts

In my personal opinion, these lightly armoured Uruks have far more detail and opportunities for highlighting than their heavily armoured counterparts, whether they are plastic or metal. However, although this does mean that these models will most likely look better than the warriors when finished, extra care should be given to the details of the model, and it will most likely take slightly longer to paint than a heavily armoured Uruk-hai warrior.



To begin the model, paint the flesh with an equal mixture of Red Gore and Regal Blue, similar to the flesh on the Uruk-hai warrior. Add a small amount of Skull White to this mixture for the highlight. Now for the cloth - basecoat it with Scorched Brown. The first highlight of the cloth is Bestial Brown. You may also want to add on Bleached Bone as a further highlight on the cloth for the effect of weathered cloth. For the belts of the model, a simple coat of Scorched Brown, although simple, will be a good contrast to the lighter cloth.

For the armour of the model, mix Boltgun Metal with Scorched Brown, followed by a mix of Chainmail and Scorched Brown. A small amount of Mithril Silver can be added to this for a final highlight. The hair should be highlighted by a light coat of Bestial Brown. The option of adding the White Hand print to the model can help give the model a more distinct look, and should be painted in the same way as on the Uruk-hai warriors.



Conclusion

Even with a great force like Isengard, it's easy to make the models look drab and unappealing. Hopefully after reading this guide, you've learned a few tips about preventing that and painting your Uruks to a fairly good tabletop standard. If you have any questions or feedback, please email me at cj_zaptor@hotmail.com. Thanks for reading!



MEMBER INTERVIEW

Hello All.

Each month, we will do a feature on one member of The Last Alliance website to find out what they do in the hobby. This month, we get a glimpse into the life of Kain, Ranger of TLA.

Name behind the post: what's your real name?

Well as you know my name is Kain on TLA, My real name oddly enough is Kain Prestwood. Why did I choose my name as a username? Simple really I couldn't think of anything else!

Could you tell us something interesting about you?

Well I think the most well known thing about me on TLA is the fact of obsessed with the weather. I'm the one writing massive posts on strong hurricanes or posting pictures of weird clouds. I have been interested in the weather since I was about 7/8 years old, after my rabbit was hit by lightning in the garden which I saw everything. I guess I wanted to know why it happened, ever since then I have been obsessed with storms. I have been to the USA a few times and chased some rather large F3 and F4 Tornadoes. My other hobbies include astronomy, fish keeping and racing nitro RC cars.

This is a strange hobby. How did you find it?

Once again I was 7/8 years old when I used to build model planes; I loved making models of anything out of any material. I remember one Christmas a family member gave me some Orks from Space Hulk (I think) and I painted them. My parents were a lot more impressed with painting small figures as they were easier to store away without getting broken. I'm 23 years old now, and I'm still painting these pointless little men :P

What's your favourite army (or armies) ?

That's a really hard question to answer really. I suppose Harad is my favourite army as it includes the famous (or infamous) Brian the Mumak! It's always good fun stomping on things! I also have a soft spot for my High Elves too, but I won't go into that too much, I don't want to ruin my rep as an elf lover :P

What other armies do you have? How many points?

Gondor - 600pts

Isengard - 600pts

Wood Elves - 600pt

TLA - 600pts

Harad - 1000pts (only use 600pts at a time)

Dol Guldur - 600pts currently being painted

Dwarves - 700pts

Easterling/Harad Alliance - 700pts

I'm also working on other armies too, but there just something I work on while I have nothing else to do..

What's your favourite model from Games Workshops LotR range?

That's a tough question.. I would say it would be something like Treebeard or Elendil.

What's your best painted model? Can you show us a pic of it?

Either Elendil or Grip!

What's your favourite army list that you're using?

TLA list at the moment..

Gil Galad /Shield

Elendil /Shield

10 High Elf Bows

8 High Elves /Spear/Shield

7 Men of Gondor Spear/Shield

3 Men of Gondor /Shield

Total 600

What is/are your favourite supplement(s)?

Fall of the Necromancer - Everyone should get this!!

Who is your favourite sculptor?

The Perry Twins

If you want to be the next person to be interviewed, e-mail me at isildurian@f2s.com



Kain's fantastic models;
Grip (top) and Elendil
(above)

EASTERLING ELITES

I noticed, having bought my boxed set of Easterlings and looking over all available rulebooks and supplement books, the real lack of variety in Easterling forces. So I decided to create some guard-type troops and a high leader. Thus the Easterling Prince and Black Guard were born...

Easterling Prince

65Pts

The kingdom of Rhun is divided into several Princedoms each ruled by their own leader. They occasionally fight each other but ally against the common foe, Gondor. The Princes rule not entirely alone but under too the influence of Sauron. If there is a rebellious Prince in power then he is usually dealt with by one of Sauron's Emissaries

Powerful in battle and cunning at tactics the Princes rule over their kingdom and pay tribute in the form of wealth and warriors to Sauron.

	F	S	D	A	W	C	M/W/F
Easterling Prince	5/4+	4	6	2	2	5	2/2/1

Wargear: Easterling Princes wear heavy armour and wield Scimitars. They may have the following items:

Easterling Halberd.....5 points
Shield.....5 points
Armoured Horse.....15 points
No Armour.....-10 points (-2 defence)
Additional Sword*.....5 points

Special Rules: High Prince: *Princes are regarded in high honour by their troops and as such all Easterling Troops within 6" of a prince receive an increase by one to their courage.*

*Two Swords: *This prince wields two swords but may not carry any additional wargear except armours, though he may still ride a horse. Any Easterling Prince with two swords may elect to either have normal attacks at normal strength OR elect to use the shielding rule OR receive +1 fight vale and -1 strength.*

Black Guard

8Pts

Here are rules for the elite soldiers of the Easterlings who would in no doubt have existed. Every Easterling Prince needs bodyguards or shock troops so I have created these stats.

The elite of all Easterling Soldiery, the Royal guards perform such duties as: Guarding Princes, guarding Temples, acting as flank attack shock troops and any other duties the prince wants them to perform.

	F	S	D	A	W	C
Black Guard	4/-	3	5	1	1	3

Wargear: Scimitar and Heavy Armour. May have the following items:

Spear.....2 points
Shield.....1 point
Halberd.....1 point
Armoured Horse.....10 points
Prince's Standard.....32 points

Special Rules:

Bodyguard: *Only applies with Easterling Princes or Easterling Captains. See main rulebook for effects.*

Prince's Standard: *This banner counts as a normal banner and in addition any Easterling Troops or Heroes who suffer a wound within 8" of the banner recover it on a roll of a 6.*

Playtesting

I fought a battle to test these rules with an Easterling Chariot, Prince 7 Black Guard and a few warriors against A Dol-Amroth Captain, 5 Dol-Amroth Knights (on foot), 6 men-at-arms, Damrod and 6 Rangers.

The games started well for the Easterlings with 2 rangers falling to the arrows of Easterlings and only one bowman being slain in return. The chariot trampled a mix of Knights, Man-At-arms and rangers, before failing to wound a measly ranger in turn 2. Now for most of the game the chariot was pinned. Oh...

Combat erupted between the Black Guard and Knights and their fight value 4 really came in handy and the prince's banner once the force went below half. There was a one-one one combat between the Prince and Captain, the prince choosing to get +1 fight value from his two swords, seeing as at Strength 4 it required a 6 to wound and a 6 to wound at S3 too. The fight value proved a gift with the prince winning the combat and wounding the valiant knight once, who proceeded to pass his fate save. In the next few turns the two battled it out with the prince losing his fate and a wound but in the end the knight was cut down. Yay!

Elsewhere the Black Guard were in a stalemate with the Knights with few models falling on either side. Until the prince joined in and started hacking down knights left, right and centre. The knights, having lost their captain called an ordered retreat around Damrod and the Rangers. It worked well and in the following turn the Prince was turned into a pin cushion as he charged at the rangers. The chariot, being freed then proceeded to run down the rangers, enraged at losing their lord. When it had finished only 3 Rangers and a Man-at-arms stood facing 6 enraged Black Guard and a chariot. The chariot took ages to turn and the rangers held for ages until the chariot finally turned and ran them down!

Victory for the Easterlings!

Overall the rules were balanced and not too overpowered I found!

Converting

All the models used for these conversions are from the Plastic Easterlings box set, yet you will also need:

A Modelling Knife

A Sturdy Paper Clip

Thick Paper

Glue (PVA and Plastic)



The Prince

To make the Prince the shield arm was cut off at the shoulder from the Easterling Swordsman swinging his sword. This arm was then replaced with one of an Archer. The bow was clipped so none remained above the hand but a small amount was left at the bottom. Where the top of the bow was I glued a sword from a swordsman. Glue him to his base and paint him like the Black Guard and your done!

Banner Bearer

The banner bearer was made from the archer who had his arm taken from the prince. The prince's ex-shield arm was glued where the other had been removed and the right arm cut off and re-glued to make his hand pointing upwards. A small groove was cut in the hand for the banner pole (you could also drill one with a pin-vice) Next a paper clip (or wire) was straightened and glued so into his right hand so he held it. A hole was made in the base for it to sit snugly. A banner was made of paper and stiffened with PVA. He was painted in the uniform of the Black Guard



Black Guard

These models are just Easterling Swordsman who have been tweaked a little and given an alternate paint scheme.

Painting

All the models were painted the same following these steps:

1. Undercoated with black (spray works best)
2. Mix lots of water with a bit of shining gold to create a wash and apply this to the armour and shields. Make sure it just sits in the crevices to keep the armour mostly black still.
3. Paint the cloth in the basic coat used for the rest of your army (I use scab red) leaving the neck part black
4. Apply a wash of scorched brown to the cloth for red or another suitable colour darker than your basic cloth colour.
5. Drybrush the blade chainmail or Mithril silver with a little black
6. Paint the sword pommel and guard with gold and the square on the shield too.
7. The cloth on the neck which was left black can be highlighted with a dark grey (codex grey + chaos black)
8. Paint the skin behind the visor the same way as the rest of the models in your force
9. Base in your style
10. Finished! (If painting the banner bearer continue to step 11)
11. Paint the banner pole with scorched brown
12. Drybrush with a mix of scorched brown and bestial brown
13. Paint the banner itself using a creative design. (Use colours like reds, gold and black and designs that depict Easterling Culture e.g. snakes, swords)

The Finished Models



**The Black Guard and
Standard Bearer**

By Michael (Prince Imrahil of Dol-Amroth)



A Prince of the East

PAINTING ERESTOR

By Mikeal (Raul)

Introduction

With the release of the Fall of the Necromancer, we have seen many excellent models. One of the best, in my opinion, is Erestor. Here I will show you how I painted him.

Step 1: Preparing the model

Glue the model to its base and remove the mould lines. I usually glue sand to the base before I paint the model, but if you don't want to do it now you can do it after you have finished painting the model. Undercoat the model Chaos Black. Paint the areas the spray didn't reach with watered down Chaos Black. Make sure you don't ruin the details on the model.

Step 2: The robes

I liked the blue colour scheme GW used on this model, so I decided to paint the robes blue. I gave it a basecoat of equal parts Chaos Black and Enchanted Blue. This was then highlighted in four steps: more Enchanted Blue was added to the mix for the first highlight, followed by a highlight where Codex Grey had been added to the mix. Now I added a small amount of Fortress Grey to the mix and highlighted the highest parts of the robes. For the final highlight I added more Fortress Grey and applied the mix to the most visible raised parts only.



Step 3: The chainmail

Drybrush the chainmail with Boltgun Metal. Next, lightly drybrush the chainmail with Chainmail. Then apply a wash of equal parts Black Ink and Blue Ink to give the chainmail a dark blue shade. Finally, lightly drybrush the chainmail with Mithril Silver.



Step 4: The armour

Paint the armour Shining Gold, but make sure that you leave a black lining between the armour plates. That will make the armour look really good. Give the armour a wash of Chestnut Ink and let it dry before you go on to the next step, otherwise it will all be a big mess! When the ink has dried, highlight it with a 9:1 mix of Shining Gold and Mithril Silver. Add more Mithril Silver (roughly about 9:2) to the mix for the next highlight. For the final highlight, add even more Mithril Silver (that makes it 9:3 or 3:1 of Shining Gold and Mithril Silver and

apply it to the highest parts of the armour and the helmet. This highlight will look almost like silver so don't overuse it.

Step 5: The hair

Basecoat the hair with a mix of equal parts Scorched Brown and Chaos Black, then drybrush the hair with pure Scorched Brown. Finally highlight the hair with a mix of Scorched Brown and Bestial Brown. I used equal parts of Scorched Brown and Bestial Brown, but if you want brighter hair than me, then just add more Bestial Brown, or less if you want it darker.



Step 6: The face

The face and hands are painted in exactly the same way. Start by giving them a basecoat of Bestial Brown. Highlight this with a 1:1 mix of Bestial Brown and Dwarf Flesh. Remember to keep these darker colours in the recesses between the fingers and the mouth. Now highlight the face and hands Dwarf Flesh, followed by a 1:1 mix of Dwarf Flesh and Elf Flesh. Highlight the nose, finger tips and knuckles with pure Elf Flesh.

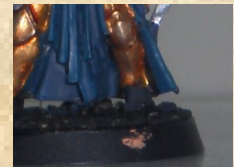


Now it's time to paint the eyes. Paint Skull White in the black eyes, leaving a thin, black oval around the white. Paint a thin Line of Chaos Black through the eye. Take your time with the eyes. They will make the face stand out even more if they look good. However, if they are too big or simply look weird then the whole model will suffer for it. This means that it's really worth the effort when they finally (it took me half an hour) look good.



The daggers, shoes and sash

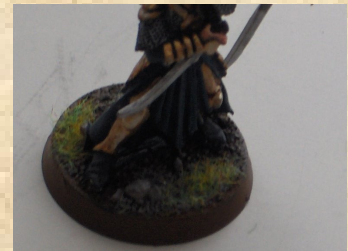
I simply highlighted the shoes with a 1:1 mix of Chaos Black and Codex Grey over the black undercoat. Paint the dagger handles Scorched Brown and basecoat the blades Boltgun Metal. Then highlight this with Chainmail, followed by Mithril Silver on the edges of the blades. Paint the sash Shadow Grey. Add a little Fortress Grey to the Shadow Grey and highlight the sash with this mix. Finally, add a little Skull White to the mix and



apply a final highlight.

Step 8: The base

You probably have your own way of basing but I'll describe how I based my anyway. I started by painting the sand Bestial Brown. I drybrushed Fortress Grey on it and finally drybrushed Bleached Bone on the sand. Then I glued small patches of static grass on it and painted the rim Bestial Brown.



Conclusion

Now your Erebor is ready to go to war and eliminate the minions of Sauron. I hope you enjoyed this article, and if you want to give feedback my e-mail is

mikael.eriksson@aland.net



THANKS TO...

This magazine would not have gotten anywhere without the help of many people, and without the contributions of the TLA community. My special thanks to;

FaramirsMamma - Without his help in editing and suggestions for layouts etc, this magazine would not be here today. Regardless of his absence, he still deserves to be in here.

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Jayzer777, Kain, Raul, Prince Imrahil of Dol-Amroth, LotRChampion, CJ_Zaptor and Spod, although his article did not make it this issue, as it was essentially the same as his foist TLA articles

Also thanks to The Last Alliance for proof-reading and supporting our writers.



www.thelastalliance.com

Credits

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The cover image was taken from <http://fin.go.wifl.at.org/tables/html/havens.htm>

NEXT ISSUE

For the next issue of The Grey Havens Magazine, I am hoping to get more articles from TLA members, and some of the articles I'd really like to see are;

- **Painting** - Some Advanced painting technique articles, maybe focusing on bringing some of the new TTT heroes (and villains) to life.
- **Terrain** - Any articles are welcome as we have had none so far.
- **Gaming/Tactics** - A basic guide to battling using any army you like. Preferably themed listings.
- **Battle Report** - An in-depth report of a battle you have fought recently is always a good read. It **MUST** include both a scenario (so we know what has happened) and clear pictures of the proceedings.
- **Sculpting** - A guide to sculpting techniques, like sculpting cloth, armour etc.
- **Member Interview Volunteers** - speaks for itself really
- **Showcase** - A new idea I'm going to try out next issue, giving readers an insight into your favourite techniques. Next Issue: An NNM showcase. Please send us photos and tips/guides!
- **Golden Demon Showcase** - if you have entered a model into Golden Demon, please send me a picture of it, and how well it did for our Golden Demon showcase next issue.

Any other articles are more than welcome, but these are a few I'd personally like to have in it.

Any and all Contributions should be sent to Isildurian@f2s.com, from which it shall be forwarded to one of my editors, or offered at our new forums;

http://z10.invisionfree.com/Grey_Havens_Magazine/index.php

It will undoubtedly appear in The Grey Havens, if not the next issue.

**Thanks
Stephen Maclean
Isildurian**